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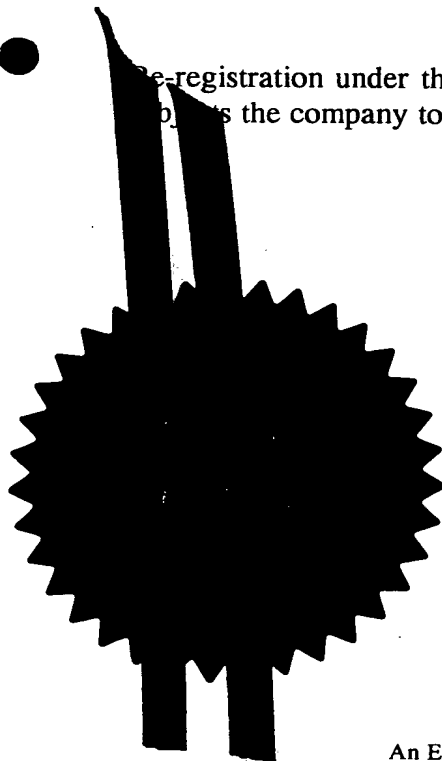
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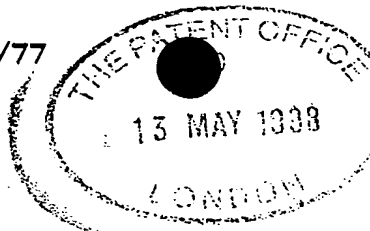
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3. Full name, address and postcode of the or of each applicant (*underline all surnames*)

BRITISH TELECOMMUNICATIONS public limited company  
81 Newgate Street  
London EC1A 7AJ

Patents ADP number (*if you know it*)

06966527001

If the applicant is a corporate body, give the country/state of its incorporation

United Kingdom

4. Title of the invention

Remote Computing

5. Name of your agent (*if you have one*)

R.G.C. Jenkins & Co.

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## REMOTE COMPUTING

This invention relates to remote computing, and particularly but not exclusively to remote computing using so - called "agents".

5        It is known to provide software in the form of "mobile agents". Such agents comprise a program which is capable of stopping its execution, converting its code into a serial form suitable for transmission through a transmission medium such as a telecommunications network, and causing the code to be transmitted to another computer, and subsequently to be executed there. Thus, 10 such agents have the appearance of single, mobile entities which can pass from computer to computer. The term "agent" is used with different meanings in different contexts in the art. As used herein, a "mobile agent" refers to a program which can, on receipt of an instruction, move itself to another computer and commence execution there without loss of continuity.

15        Such mobile agents are described in US 5603031 (White et al) which relates to the "Telescript" language marketed by General Magic Inc., Sunnyvale, California. The "JAVA" computer language consists of code for creating a "Virtual Machine" on any computer, which can run code received via the Internet. Thus, JAVA provides some of the elements necessary for mobile agent computing. 20 More recently, the arrival of JAVA 1.1 and its widespread use in the art have resulted in the development of a number of languages for writing agent programs, and support platforms for supporting agents, which make use of the JAVA language and runtime environment ("virtual machine"), in "beta" or pre release form.

25        One of these is "VOYAGER", available from OBJECTSPACE Inc., 14901 Quorum Drive, Dallas, Texas TX 75240 USA. VOYAGER is arranged to convert Java code into a form in which it can provide mobile agent programs which can move themselves to another specified computer and re-commence operation there, and includes enhancements such as the ability to terminate such programs 30 automatically. Voyager is available in a Beta 2 version, from ObjectSpace Inc. (see <http://www.ObjectSpace.com/voyager/voyager.html>).

Others include the Aglets systems supplied by IBM Inc. and available as a Beta release, from their website (see <http://www.trl.ibm.co.jp/aglets>); Odyssey

from General Magic Inc., available in Beta form from their website (see <http://www.genmagic.com/agents>); and Concordia, from Mitsubishi (see <http://www.meitca.com/HSL/Projects/Comcordia>); and others, including the Agent TCL language.

5           Generally, such mobile agent systems consist of single programs for particular purposes.

          Some discussion of Heterogeneous agent design are given in "Agent design patterns: elements of agent application design", Aridor and Lange, to be presented at the Second International Conference on Mobile Agents (Agents '98)  
10   in Minneapolis/St. Pauls, 10-13 May 1998, which the present inventors received after the development of the present invention. That paper describes mobile agents having itineraries, specifying a sequence of successive computers to visit. The agents may be in a master/slave relationship. In this case, a "master" agent (which is static) remains at a first site and a "slave" agent visits another site and  
15   reports back to the master agent. The slave agent may report by using a "messenger" agent, to carry data to the master agent.

          Also briefly mentioned therein is the possibility of providing an "organised group" of agents which all travel together.

          The present invention provides various improvement to existing agent  
20   proposals, and may be implemented using one of the above mentioned available agent languages and support platforms.

          In one aspect, the present invention provides a method of remote computing comprising supplying a plurality of parallel processing task programs from a first computer to at least one second computer; supplying a coordinating  
25   program from said first computer to said second computer; and coordinating operation of the task programs through the coordinating program.

          Using a heterogeneous team of agents on the second (remote) computers simplifies the control and communications tasks necessary, since the coordinating program at the remote site can manage local operations of the task programs  
30   there, and can act as a communications collection and distribution point for the task programs there, and hence communications with the first (home) computer are reduced.

          In another aspect, the present invention provides a remote computing

system comprising: a first computer; and at least one second computer coupled thereto via a communications link; said first computer being programmed to transmit, to said second computer via said link, mobile program data defining a mobile program for performing a computing task for execution on said second  
5 computer and comprising code for performing at least a part of said task, and for communicating with said first computer; in which the first computer is arranged to determine whether a said second computer can support execution of a said mobile program and, if not, is arranged to transmit, to said second computer via said link, and to cause execution thereon, of data defining a mobile program  
10 support environment to enable said second computer to receive said mobile program data and to execute said mobile program.

Thus, the first (home) computer is able to monitor other computers with which it can communicate, and expand the remote computing network by automatically downloading thereon a Voyager Server, or the like mobile agent  
15 support platform, to allow the computer in question to be used for remote computing. Preferably, in this embodiment, the first computer is likewise arranged to remove such a platform after use.

In another aspect, the present invention provides a remote computing system comprising: a first computer; and at least one second computer coupled  
20 thereto via a communications link; said first computer being programmed to transmit, to said second computer via said link, mobile program data defining a mobile program for performing a computing task for execution on said second computer and comprising code for performing at least a part of said task, and for communicating with said first computer; in which the first computer is arranged  
25 to generate a graphical display showing the or each said second computer, and the or each said mobile program resident thereon.

Providing a graphical display at the first (home) computer and/or at the second (remote) computer will enhance acceptability of mobile agent based remote computing, by increasing the knowledge of, and control over, the  
30 programs by the user.

Other aspects, embodiments and features of the invention will be apparent from the following description and claims.

The invention will now be illustrated, by way of example only, with

reference to the accompanying drawings, in which:

Figure 1 is a block diagram showing the elements of a network of remote computers;

Figure 2 is a block diagram showing the elements of one of the remote  
5 computers of Figure 1;

Figure 3 is a block diagram showing the programs present in the memory of the computer of Figure 2;

Figure 4 is a block diagram showing the programs present in the network of Figure 1 in a first embodiment of the invention;

10 Figure 5 is a flow diagram showing the overall operation of an agent control program forming part of Figure 4;

Figure 6a is a flow diagram showing the initial operation part of Figure 5;

Figure 6b is a flow diagram showing the platform creation stage of Figure  
5;

15 Figure 6c is a flow diagram showing the remote computer monitoring stage of Figure 5;

Figure 6d is a flow diagram showing the agent program monitoring stage of Figure 5;

Figure 6e is a flow diagram showing the termination stages of Figure 5;

20 Figure 7 is a flow diagram showing the operation of a scout agent of Figure 4;

Figure 8 (which comprises Figures 8a to 8e) is a flow diagram showing the operation of a co-ordinating agent of Figure 4;

25 Figure 9 is a flow diagram showing the operation of a task agent forming part of Figure 4;

Figure 10 is a diagram indicating a first display produced according to the first embodiment; and

Figure 11 is a diagram indicating a second display produced according to the first embodiment.

### 30 FIRST EMBODIMENT

Referring to Figure 1, a network of computers comprises a user computer 10, interconnected via a telecommunications network 20 with a plurality of remote computers 30a, 30b, 30c. The user computer 10 may, for example,



comprise a Sun workstation, and the target computers 30a, 30b, 30c may comprise a network server 30a, a workstation 30b, and a laptop personal computer 30c.

Each of the remote computers 30 consists of a central processor unit  
5 (CPU), a memory 32, a disc drive 33, a visual display unit (VDU) 34, a keyboard 35, and a communications port 36, coupled to communications channel 37 (such as an ISDN link). These elements are interconnected via a conventional bus structure (not shown).

Referring to Figure 3, within the memory 32 of each of the remote  
10 computers 30, a plurality of control programs are stored for execution. In this embodiment, these comprise an operating system 321, such as Windows 95 or Windows NT, a communications protocol stack 322 such as TCP/IP, a Java virtual machine 324, and a mobile agent platform 326, such as VOYAGER available from ObjectSpace Inc., which collectively comprise an operating  
15 environment for applications programs labelled collectively as 328 in Figure 3. The structure of the user computer 10 generally corresponds to that of the remote computers 30 described with reference to Figures 2 and 3, except insofar as modified as described below.

In use, where serialised code representing a mobile agent program is  
20 received through the communications port 37, the mobile agent platform 326 and Java virtual machine 324 cause it to be stored within the applications area 328 of the memory 32. The mobile agent platform 326 then converts the code into local Java code, to run on the Java virtual machine 324 making use of the local operating system 321. General details of the operation of the mobile agent  
25 platform 326 and Java virtual machine 324 will be found in the Voyager user guide, version 1.0, Beta 3.0, July 1997, available from OBJECTSPACE Inc. Thus far, the above described system operates in the manner of a conventional mobile agent computing system.

#### OVERVIEW OF OPERATION OF FIRST EMBODIMENT

30 Referring to Figure 4, the software present during run-time operation of the present embodiment will be described.

Within the user computer 10 an agent control program 40 is provided. The agent control program 40 is in communication, via the telecommunications

network 20, with a co-ordinating agent program 42 resident on a first target computer 38. Also resident on the first target computer 38 are a plurality of a task agent programs 44a-44d, each of which is arranged to communicate with the co-ordinating agent program 42.

5           On a further remote computer 30 b, a scout agent program 46 is provided.

In operation, the task agent programs 44a-44d operate to process part of a task in parallel. Typically, all task agent programs 44 will be identical.

The co-ordinating agent program 42 interacts with the operating system 321 of the remote computer 38 on which it is resident. It communicates with the  
10 task agent programs 44a-44d via local message passing, and with the control agent control program 40 via messages transmitted through the telecommunications network 20. The Scout agent 46 communicates with the co-ordinating agent 42 and with the agent control program 40 by sending messages through the network 20.

15           Thus, to perform some repetitive task requiring a high degree of computing, the task agents 44a-44d each perform a portion of the computing task, in parallel. A co-ordinating agent 42 controls the amount of computing resource used by the task agents on the remote computer 30a. It also communicates the results calculated by the task agents to the agent control  
20 program 40. Finally, it decides whether, and when, to move from the remote computer 38 to the further remote computer 30b to re-commence execution there.

The agent control program 40 is permanently operational on the user computer 10 and does not move to remote computers. In operation, it continually  
25 monitors the usage and availability of computing resources on the remote computers 30a-30d, by receiving messages from the Scout agent programs 46 and, where necessary, by sending out new Scout agent programs 46 to newly located target computers 30.

Where a user wishes a new task to be performed, the agent control  
30 program 40 allows the user to define the task to be performed, and creates a suitable code for task agents 44.

It then determines which of remote computers 30 are suitable for performing the task, and ranks them into a sequence or itinerary. It then creates

code for the co-ordinating agent program 42 and transmits this, together with code to enable the creation of the task agent programs 44, to the first remote computer 30a in the itinerary.

When the co-ordinating agent program 42 arrives at the first such remote computer 30a, it creates a plurality of task agent programs 44, and controls their operation in dependence upon the computing resources available at the remote computer 30a. When the resources cease to be suitable, for example because a user of the remote computer 30a has commenced a different task there, the co-ordinating agent 42 determines a further remote computer 30 b to move to (either from the itinerary, or from the reports of the Scout agents 46), and moves itself and the task agents 44 to the remote computer 30 b via the telecommunications network 20.

#### OPERATION OF THE AGENT CONTROL PROGRAM 40

The operation of the agent control programme 40 will now be described with reference to Figures 5 and 6. In a step 110, the user computer 10 starts the agent control programme 40, and initialisation is performed as described in greater detail below in Figure 6a.

In a step 110, new suitable hosts for remote computing are created in the manner described in Figure 6b. In a step 130, a database of available remote computers is created and maintained as described in greater detail below in Figure 6c, and in a step 140, an itinerary of host computers is calculated for the or each agent team which will be created.

In step 160, one or more teams of mobile agents are created and sent to a first computer on each itinerary. In step 170, the agent control programme 40 monitors the creation, termination and movement of the teams, as described in greater detail below in Figure 6d , and in step 190, after the desired task has been completed, the agent control program 40 terminates.

Referring to Figure 6a, initially, in a step 101, the agent control program 40 determines the IP address of the user computer 10. In a step 103, the agent control programme 40 creates a graphical user interface (GUI) including a display, as shown in Figure 10.

In a step 105, the agent control program 40 creates an instance of a scout agent 46, a co-ordinating agent 42 and a task agent 44 and in a step 107, the

agent control programme 40 creates and updates a Registry, consisting of a list of all existing agents and their locations (ie the IP addresses of the computers on which they are running).

In a step 109, the agent control program 40 defines the task to be performed, by allowing the user to interact through the GUI, either to select an existing predefined task, or to create a new task by supplying code for execution. Examples of suitable tasks are tasks which need to be performed multiple times, such as exhaustive searches for solutions to equations, or code breaking. One example which has successfully been performed employing this embodiment is a genetic algorithm evaluation.

Referring now to Figure 6b, the step of creating new hosts is performed as follows. In a step 111, remote computers not already carrying an agent platform are located, via the telecommunications network 20, and in step 112, an authentication dialogue is carried out with such computers. If (step 113) the authentication dialogue is successful, then in step 114, a Telnet session is set up to the remote computer 30, and in a step 115, the agent platform (eg a VOYAGER server) is downloaded to the remote computer 30. In a step 116, the agent platform is started on the remote computer 30, and then in step 117, the Telnet session is closed down.

Referring to Figure 6c, the steps performed in creating and updating the database of remote hosts 30 will now be described in greater detail. In step 131, a plurality of scout agents 46 are created, and each is sent to a respective one of the remote computers 30a-30d. In sending each agent, the agent control program 40 sends each agent a message instructing it to move to the IP address of the computer it is to monitor, and updates its registry to indicate that the scout agent has gone to the respective computers.

In a step 132, the agent control program receives a signal from one of the scout agents 46, and in a step 133 updates (or creates, if no signal has previously been received) a database of remote computers 30 comprising, for each remote computer, an indication of the processor type; available memory; computer type (e.g. laptop or desktop); IP address; hard disk size and available space; operating system type; JAVA version number; level of current CPU usage; and any other available data from the scout agent 46. It also includes the

geographical location (where known) This may be determined from the IP address, or from data located at the remote computer such as time of day held by the system clock (indicating the latitude) or the phone number (indicating the country and/or area).

- 5           In a step 134, the display of Figure 10 is updated to show graphically, in shorthand form, the available capacity on a visual representation of each remote computer 30.

Referring to Figure 10, this display comprises a control panel area 1050 consisting of a number of areas for selection with a "mouse" or other cursor  
 10 control device by a user and including, in this embodiment, "soft buttons" 1051 for starting a Telnet program to install an new agent server platform; 1052 and 1053 for respectively showing or hiding a map display area 1070 discussed below; 1054 for terminating a selected agent; 1055 for instructing a status reading of a selected agent; and 1056 for instructing a status reading of a  
 15 selected server. In each case, the agent or server is selected graphically by the user, as discussed below. A status area 1058 shows, for each team, the progress of the task (i.e. as a percentage of the time to completion).

The map display area 1070 alluded to above comprises a map (here, floor plan) of the computing resources in the geographical area of the home server (in  
 20 this case, in the surrounding rooms). It consists of icons 1030a-1030h each representing one of the remote computers 30a-30c, and an icon 1010 representing the user computer 10. Also present is an icon 1040 indicating the presence of the agent control program 40 on the user computer 10, this being represented by proximity on the screen.

- 25           Similarly, although not shown in Figure 10, an icon 1042, 1044, or 1046 representing respectively an agent co-ordinating program 42, task agent 44 or scout agent 46, is shown on the display next to the icon 1030 for the host computer on which the program is currently resident.

In this embodiment, communications between the remote computers 30  
 30 and the user computer 10 are graphically represented, by connected lines, the width of which denotes the speed of information transmission.

Also provided within the display of Figure 10 is a data area 1080 for displaying data received from the computing teams, and an agent support

platform display area 1090, indicating which computers support platforms have been installed.

The user may select an agent or computer to be interrogated, using a cursor control input device. The display of Figure 10 is implemented using  
5 conventional user interface technology, such as the "Windows" operating system.

Preferably, in this embodiment, the agent control program 40 is arranged to generate a periodic TCP/IP "PING" signal, to detect the time delay to each remote computer. The time delay data in this case is stored, for each computer, in the remote computer database, and may be utilised in selecting the itinerary, so  
10 as to keep the overall delay low.

In this case, the GUI also includes a display frame showing a "bullseye" or target view, with the user computer 10 central within the view and the remote computers 30 at bearings corresponding to their geographical bearing from the user computer 10, and at distances corresponding to the measured time delays  
15 therefrom.

The display consists of an icon 2010 representing the user computer 10, and icons 2030a-2030c each representing one of the remote computers 30a-30c.

In step 135, the agent control program 40 determines whether the scout agent 46 should be moved (for example, where the remote computer 30 is going  
20 out of service) and effects any necessary movement instructions. These monitoring and updating steps 132-135 are performed continuously throughout the operation of the agent control program 40, or at periodic intervals. In this embodiment, the scout agents 46 are arranged to terminate themselves on the remote computer 30 on which they are running if they do not, in a predetermined  
25 period, receive a message from the agent control program 40.

The step 140 of creating an itinerary will now be discussed in greater detail. Having constructed a database of available host computers, the agent control program 40 proceeds to determine how many agent teams should be created. As an example, it may be assumed that the remote computers 30  
30 comprise a number of relatively powerful network server computers, a number of (less powerful) engineering work stations, a number of (less powerful) personal computers, and a number of laptop computers. On each such remote computer, a number of programs will already be executing, so that the resources available for

the task to be performed are constrained, by varying amounts.

The agent control program 40 determines a usefulness factor for each remote computer as the product of an index of the power of the computer (comprising, for example, a weighted sum of its processor speed and available  
5 memory), and a fraction of its capacity which is available.

So as to avoid disruptive invasion of remote computers, even where a scout agent 46 reports that almost none of the capacity of a remote computer 30 is being utilised, the agent control program 40 sets a maximum capacity for utilisation (for example, of 50% of the resources of the remote computer).

10 The index thus calculated for each remote computer thus represents the desirability of the computer for use in solving the task.

Next, the agent control program 40 determines how many teams of agents to establish. For a parallel computing problem, in general, some performance benefit is gained by setting a number of instances of the program which is to  
15 solve the problem on a given single processor, below or above which number the performance degrades. Thus, where the task to be performed is, for example, an exhaustive search for solutions to an equation with 100 starting points, the agent control program 40 will create a sufficient number of agent teams to provide 100 task agents 44, with N task agents in each team, where N indicates the optimal  
20 number of task agents per different remote computer, and the number of remote computers (and hence agents teams) is  $100/N = M$ .

Next, from the database of remote computers, the M computers with the highest usefulness index (i.e. the most powerful computers with the most available capacity) are selected as the respective starting points of the itinerary for  
25 each agent team.

Where a large number of suitably computers with roughly equivalent capacities are available, then position information (where available) for each computer is utilised, to select starting points for each itinerary which are spatially separate, and/or are relatively close to the user computer 10.

30 Spatial separation assists in preventing conflicts between different agent teams, and in spreading the impact of the remote computing task rather than concentrating it on one geographical (and hence, probably, business) area.

The agent control program 40 then examines the remote computer

database to determine (in the same manner) the next M most useable computers, and, from these (or where there are more than M computers of closely similar capacity available, then from this larger group) selects for each agent team a next itinerary point, by utilising location information (where available) to select a  
 5 computer relatively close to the first in the itinerary concerned.

This process is repeated until a predetermined number P of computers have been selected for each itinerary.

Further, using the data from the scout agents 46, each itinerary is refined periodically, and, where necessary, changes to the itinerary are signalled to each  
 10 co-ordinating agent 42. Where more powerful computers become available than those on which the teams are currently resident, the agent control program 40 signals one or more teams to move to the newly available computers.

The itinerary, in this embodiment, comprises a simple linked list of IP addresses to which the team of agents is to move in succession.

15 Referring now to Figure 6d, the agent monitoring step of step 170 of Figure 5 will now be discussed in greater detail.

In a step 171, the agent control program receives, from a co-ordinating agent 42, a message containing one or more items of results data from one or more task agents 44. On receipt of such a message, in step 175 the agent  
 20 control program 40 updates the current result of the task, and displays the results on the GUI.

For example, where the task is to perform a search for a solution to an equation, the current best result from any of the task agents 44 is displayed on the GUI.

25 If the task includes an end condition (for example, the production of plain text from a decryption task, or the achieving of a predetermined level of convergence in an equation solving task) the control program 40 determines whether that condition has been met and, or so, terminates (step 190 discussed below).

30 The agent control program 40 detects, in step 172, any messages from co-ordinating agents 42 or scout agents 46, indicating that they or any task agents 44 have moved location, and (step 176) updates the agent registry record for the agent concerned, to indicate the IP address of the computer 30 on which



the agent will be resident.

In step 173, the agent control program 40 detects, from the co-ordinating agents 42, any message indicating the creation or destruction of a task agent or co-ordinating agent, and records this in the registry in step 176.

5 In step 174, the agent control program 40 detects any return of an agent to the user computer 10 and updates the registry record for that agent in step 176 to record the new location of the agent. It then interrogates the agent to read any result data it is carrying, and updates the task in step 175 as discussed above.

10 In step 190, referring to Figure 6e, where the desired result has been achieved, or for some other reason (such as non-availability of computing resources), control program 40 outputs the results of the task in step 192 (e.g. to a file stored on a hard disk), then sends a signal to each co-ordinating agent 42 to terminate itself and its task agents, and to each scout agent 46 to terminate itself  
15 in step 194. In step 196, the agent platforms 326 are removed from those remote computers 30 on which they were installed, by creating a Telnet session (as described in Figure 6b). Finally, the agent program 40 ceases execution.

In broad terms, therefore, it will be seen that the agent control program performs the following functions:

- 20 1. Creating new mobile agent platforms 326 initially, and removing these at the end of the session. (These operations could also be carried out during a task, where the agent control program 40 detects a new computer, or an existing computer becomes unusable.)
2. Sending out scout agent programs 46 to each remote computer 30, and  
25 monitoring the data received from each, to maintain a model of the distributed computing environment. This activity is performed continually during the task, and constitutes one execution thread of the agent control program 40.
3. Monitoring and controlling the positions and movements of agents. This constitutes another execution thread of the agent control program 40.
- 30 4. Receiving and, to some degree, utilising the results forwarded by the task agents. This constitutes a third thread of execution of the agent control program.
5. Analysing available resources to construct an initial itinerary of remote computers 30 for each agent team. This analysis process therefore constitutes

another thread of execution of the agent control program.

6. Maintaining and dynamically updating display showing the geographical positions of the remote computers 30, the agent teams resident thereon, and, preferably, the capabilities of each computer 30, together with a display of the results of the task so far. The display is in the form of a graphical user interface, via which a user may control elements of the operation of the process (for example to move a team, create or remove a team).

Result data and monitoring data from the agents may be returned to the agent control program 40 as described above either by messages signalled back via the telecommunications network 20, or by the return of the agent concerned, followed by its interrogation locally.

The former method is more advantageous where results or monitor data are generated relatively frequently, since it is faster merely to signal the result data than to move the code for the agent. The latter is preferable where monitoring data is required relatively infrequently, since it removes the scout agent program 46 from the memory of the remote computer 30, thus reducing the intrusiveness of the remote computing process into the remote computers 30 themselves. In this embodiment, the latter method is generally preferred for this reason.

## 20 OPERATION OF SCOUT AGENT PROGRAM 46

Referring to Figure 7, on arriving at a remote computer 30, in step 202 the scout agent program reads the computer status. Accordingly, the scout agent program 46 performs the following tests:

1. Operating system type and version (performed by executing a call to a standard routine within the JAVA virtual machine 324).
2. JAVA version number (obtained by executing a call to the JAVA virtual machine 324).
3. Total memory 32 and free memory. These are likewise obtained by executing calls to the JAVA platform.
- 30 4. Keyboard activity sensing. This is triggered whenever the operating system detects an event caused by user manipulation of the keyboard 35 (or other input device such as mouse). Other input streams (for example LAN ports) may also be monitored.

5. CPU activity. This is monitored by the following process:
  - a) Start a maximum priority execution thread for a short time, recording an integer count of number of executions.
  - b) Start a minimum priority thread and take another count reading.
  - 5 c) Message the impact of the second thread on the first. The busier the CPU 31, the greater the effect.

The scout agent 46 determines whether the operating system 321 is that of a portable computer or a desktop computer. If a portable computer is detected, the battery lifetime, hard disk 33 status and display 34 status are  
10 preferably detected and monitored.

Where (step 204) a status change is recorded, in step 206 it is signalled back to the agent control program 40. Alternatively, as discussed above, the scout program 46 could move back to the user computer 10.

Within another execution thread, the scout agent 46 receives messages  
15 (step 208) from the agent control program 40. If (step 210) the message constitutes an instruction to the scout agent to terminate, then in step 212 it does so. If (step 210) it constitutes an instruction to move to a new computer, then in step 214 the scout agent 46 does so. Both the move and terminate methods are provided within the Voyager agent system used in this embodiment.

20 In this embodiment, each scout agent 46 has a limited, predetermined lifetime and will also invoke step 212 to terminate itself if it has not received a message from the agent control program 40 within this determined time period.

Finally, the scout agent is preferably arranged to indicate its presence on the remote computer 30, by displaying an image on the VDU 34 thereof (e.g. an  
25 icon announcing its presence).

#### OPERATION OF CO-ORDINATING AGENT 42

Referring to Figure 8, the operation of the co-ordinating agent 42 will now be described.

On creation, the co-ordinating agent 42 is arranged (step 502) to read its  
30 stored copy of its itinerary, and determine the next remote computer in the itinerary. On creation, naturally, this will be the first in the itinerary.

In a step 504, the co-ordinating agent 42 moves its team as described below with reference to Figure 8c.

In step 506, the co-ordinate agent 42 reads the status of the computer on which it has arrived. In this embodiment, the status checks performed are the same as those performed by the scout agent 46, and are implemented by the same code.

5        In step 508, the co-ordinating agent 42 determines how much of the available capacity should be utilised, based on the free memory and CPU utilisation data derived in the preceding step. In general, the co-ordinating agent 42 leaves some free memory and CPU time, in case the user of the remote computer 30 wishes to carry out some other task at the same time. For example,  
10 up to (say) 30% of the memory may be allocated as free by the co-ordinating agent 42.

      In step 510 the co-ordinating agent 42 determines whether the remaining capacity, over that which is to be left free, will support an additional task agent 44 in execution or whether, to achieve the necessary amount of free space, a  
15 task agent 44 must be terminated. In step 512, if there is sufficient additional space to accommodate an additional task agent, then an additional task agent 44 is created; if it is necessary to reduce the number of task agents, then one is terminated as will be described in greater detail below. In either case the creation or destruction of an agent is signalled in step 514 to the agent control program  
20 40. The process is then repeated at step 506 until as many task agents 44 as required, or as can be supported on the remote computer 30, have been created.

      Then, in step 516, the co-ordinating agent 42 creates a display on the VDU 34 remote computer 30, indicating its presence and the presence of the task agents 44.

25        During operation of the co-ordinating agent 42, it monitors the computer 30 (step 520). In the event of a change (step 522) the result is reported to the agent control program 40. If the change is significant (step 524), such as the user manipulating the keyboard 35, or a high-priority task starting on the CPU 31, then the co-ordinating agent 42 initiates a move, by passing back to step 502.

30        The monitoring of the activity of the computer 30 constitutes one thread of execution of the co-ordinating agent 42.

      As another thread of execution, the co-ordinating agent 42 detects messages from the task agents passing on results (step 526), and signals these

on to the agent control program 40 (step 528). In this embodiment, rather than forwarding all results immediately, some collation of results is performed by the co-ordinating agent 42. To reduce the number of separate signals, and hence the addressing overhead, groups of result data are combined into a single message for forwarding.

In step 530, the co-ordinating agent 42 checks for messages from the agent control program 40, which are interpreted according to their content (step 532). If the message is to update the itinerary, then, referring to Figure 8e, the new IP addresses of the computers concerned are substituted within the itinerary in step 552.

If the signal is to move the team of agents, the co-ordinating program 42 returns to step 502. Referring to Figure 8c, after determining the next address in the itinerary in step 502, step 504 is performed comprising for each task agent, sending that task agent an instructions to move itself to that address (step 534) and, unless the last agent has been processed, signalling the move (step 538) back to the agent control program 40 and selecting the next agent (step 540). After processing the last task agent 44, the co-ordinating agent 42 moves itself (step 504).

Referring to Figure 8d, likewise, when the team of agents is to be terminated, each task agent 44 is sent a message step (542) to terminate itself and the termination is report (step 546) to the agent control program 40, following which (step 550) the co-ordinating agent 42 terminates itself.

Thus, the co-ordinating agent 42 provides, on each remote computer 30, a central control facility for monitoring machine state, initiating a move where necessary; and co-ordinating communications between the agent control program 40 and the task agents 44.

By providing a single control function for the multiple task agents 44, the complexity of each is reduced and the volume of signalling across the telecommunications network 20 is reduced.

By providing that the decision on when to move to a new remote computer is taken locally based on local monitoring, a faster response to the computer state is obtained. Thus, when a user of the remote computer 30 wishes to use the machine, it is not necessary to await the results of a signalling process with the

remotely located agent control program 40 before the remote computer 30 can be freed of mobile agent programs.

Each network co-ordinating agent 42 is, essentially, standardised within its structure, since it controls the movement and communications functions of the team but does not, in this embodiment, take part in performing the task itself.

In this embodiment, to prevent remote computers 30 becoming cluttered with unwanted task agents 44 in the event of some failure of the co-ordinating agent 42 to operate, the task agent 44 is given only a limited life span and will terminate itself unless it receives a message from the co-ordinating agent 42 within this life span. The co-ordinating agent 42 is arranged to send such messages periodically, at intervals less than the life span concerned. Thus, where the co-ordinating agent 42 has moved the team to another remote computer 30, or has terminated itself, the task agents 44 will terminate.

#### OPERATION OF THE TASK AGENT 44

Each task agent 44 consists of two parts; a generic part and task-specific part. The generic part consists of a Voyager mobile agent arranged, as indicated above, to terminated itself after a predetermined time unless it receives signals from the co-ordinating agent 42; to await signals from the co-ordinating agent 42 and act upon them to move or terminate itself; and to pass on results to the co-ordinating agent 42.

The task specific part is arranged to perform a repetitive computing task such as equation solving, decryption or string searching, and, periodically or on satisfying a task condition, to generate a result which is supplied for forwarding to the co-ordinating agent 42.

Accordingly, referring to Figure 9, step 402 comprises a performing the task; step 404 comprises signalling the results thereof to the co-ordinating agent 42; step 406 comprises receiving a signal from the co-ordinating unit 42 and (step 408) in dependence on its contents, terminating (step 410) or moving (step 412) as appropriate. These steps are, as indicated above, arranged into two repeatedly executing threads.

The co-ordinating agents 42 includes a method for creating a new task agent, from a stored task agent class, the generic part of which is stored as part of the network co-ordinating agent and the task specific part of which is supplied

initially by the agent control program 40.

Where not described in detail, it will be understood that aspects of the Voyager system provide functionality for implementing the invention. For example, termination is performed in this embodiment using the voyager dieNow() function, and movement is performed by the voyager MoveTo("placename") function.

#### POSSIBLE APPLICATIONS

The following is a non-exhaustive list of possible applications of the invention:

- 10 1. Parallel processing (e.g. genetic algorithms, solution searches).
2. Cryptography, distributed key cracking.
3. Speech processing.
4. Searching remote computers.
5. Distributed real-time control (for example, of mobile robots).
- 15 6. Graphics; 3D rendering.
7. Utilising mobile computer resources.

#### MOBILE REMOTE COMPUTERS

Preferably, in this embodiment, the co-ordinating agent 42 is arranged to monitor the communications port 37, and when the port ceases to be connected with the telecommunications network, is arranged to buffer all results received from the task agents 44.

On the next occasion the telecommunications network 20 becomes available, the co-ordinating agent 42 signals to the agent control program 20 the results and any monitor data obtained since the network became unavailable last. Similarly, at the agent control program 20, all messages sent to the team of agents since the last message received therefrom are buffered, and are re-transmitted through the telecommunications network are next receiving a message therefrom.

Thus, this embodiment of the invention is able to send an agent team onto a mobile computer, and to make use of the resources of the mobile computer whilst it is out of communication with the telecommunications network 20, collecting the results when it next becomes available.

## OTHER EMBODIMENTS AND MODIFICATIONS

In the light of the foregoing, many other alternatives, variants or modifications will be apparent to the skilled person. For example, agent platforms other than the above described Voyager platform may be used. Equally aspects  
5 of the invention do not require "agent" technology, however that term is defined for their implementation.

Although the agent control program 20 has been described as a static program on the user computer 10, it will be possible to enable it to move to another computer where desired. Although the scout agent programs 46 are  
10 described as mobile agents, it would be possible to provide static monitoring within the agent platform, although at the cost of more permanent occupation of the resources on the remote computer.

Whereas the foregoing embodiment describes multiple similar task agent programs for parallel execution, it will be understood that diverse different types  
15 could be provided. For example, for a remote control application, different parts of a complex mechanism such as a spacecraft could be controlled each by a different parallel monitoring program, all coordinated by a coordinating program.

Accordingly, the invention will be understood not to be limited to the preceding embodiments but to extend to any other modifications or variations  
20 which will be apparent to the skilled reader. Protection is sought for any and all novel subject matter or combination thereof described herein.



## CLAIMS

1. A remote computing system comprising:  
a first computer; and  
5 at least one second computer coupled thereto via a communications link;  
said first computer being programmed to transmit, to said second  
computer via said link, data defining a computing team for performing a  
computing task;  
said team comprising a first program and at least one second program  
10 different to said first and for execution on the same computer and in parallel  
therewith; and said second computer being programmed to receive said data and  
to execute, in parallel, said first and said at least one second program;  
in which the or each said second program comprises code for performing  
at least a part of said task, and for communicating with said first program; and  
15 said first program is a co-ordinating program comprising code for communicating  
with said first computer, and for communicating with and co-ordinating each said  
second program.
2. A system according to claim 1, in which said first program comprises code  
20 for transmitting said first program to another said computer, in response to a  
predetermined criterion.
3. A system according to claim 2, in which said first program is arranged to  
determine one of a plurality of said computers to move to.  
25
4. A system according to claim 3, in which said first program is arranged to  
store a sequence defining an order of preference of said computers to move to.
5. A system according to any preceding claim, in which said first program  
30 comprises monitoring code for monitoring the status of said second computer.
6. A system according to claim 5 when appended to claim 2, in which said  
predetermined criterion comprises a reduction in computing capacity of said

second computer.

7. A system according to claim 5, in which said first program is arranged to control the or each said second program in dependence upon said monitoring.

5

8. A system according to claim 7, in which the first program is arranged to control the number of said second programs in dependence upon said monitoring.

9. A system according to any preceding claim, in which said second program  
10 comprises code for transmitting said first program to another said computer, in response to a move instruction from said first program, and said first program is arranged to transmit a said move instruction.

10. A system according to claim 9 when appended to claim 2, in which said  
15 first program is arranged to transmit a said move instruction in response to said monitoring.

11. A system according to any preceding claim, in which the first program is arranged to be capable of removing the or each said second program from the  
20 second computer and to terminate execution thereof.

12. A system according to claim 11, in which the second programs each comprise code for causing the second computer to remove and terminate themselves, and are arranged to do so in the absence of a signal from the first  
25 program under predetermined conditions.

13. A system according to any preceding claim, in which the first computer is programmed to access plural said second computers; to determine, for each, whether it will support said computing team and, where a second computer will  
30 not support a said team, to transmit thereto, and cause to execute thereon, a support program to adapt said second computer to support said teams.

14. A system according to any preceding claim, in which the first computer is

programmed to transmit, to a plurality of said second computers via said link, data defining a monitoring program comprising monitoring code for monitoring a respective said second computer, and code for communicating with said first computer; and said first computer is arranged to receive status data from the or  
5 each said monitoring program and to control the operation of said the or each said team in dependence thereon.

15. A system according to claim 14 when appended to claim 3 or claim 4, in which the first computer is arranged to signal computer selection data to a said  
10 first program in dependence upon said monitoring data.

16. A system according to claim 3 or claim 14, in which said monitoring code is for monitoring the memory of said second computer.

15 17. A system according to claim 3 or claim 14, in which said monitoring code is for monitoring the utilisation of the processor of said second computer.

18. A system according to claim 3 or claim 14, in which said monitoring code is for monitoring the storage capacity of said second computer.  
20

19. A system according to claim 3 or claim 14, in which said monitoring code is for monitoring use of an input device of said second computer.

20. A system according to claim 3 or claim 14, in which said monitoring code  
25 is for monitoring a battery of said second computer.

21. A remote computing system comprising:  
a first computer; and  
at least one second computer coupled thereto via a communications link;  
30 said first computer being programmed to transmit, to said second computer via said link, mobile program data defining a mobile program for performing a computing task for execution on said second computer and comprising code for performing at least a part of said task, and for communicating

with said first computer;

in which the first computer is arranged to determine whether a said second computer can support execution of a said mobile program and, if not, is arranged to transmit, to said second computer via said link, and to cause execution  
5 thereon, of data defining a mobile program support environment to enable said second computer to receive said mobile program data and to execute said mobile program.

22. A system according to claim 21, in which said first computer is arranged  
10 to be capable of causing said second computer to remove said mobile program support environment.

23. A remote computing system comprising:  
a first computer; and  
15 at least one second computer coupled thereto via a communications link;  
said first computer being programmed to transmit, to said second computer via said link, mobile program data defining a mobile program for performing a computing task for execution on said second computer and comprising code for performing at least a part of said task, and for communicating  
20 with said first computer;

in which the first computer is arranged to generate a graphical display showing the or each said second computer, and the or each said mobile program resident thereon.

25 24. A system according to claim 23, in which the graphical display indicates the geographical positions of said second computers.

25. A system according to claim 23, in which the graphical display indicates the computing capabilities of said second computers.

30

26. A system according to claim 23, in which the graphical display indicates the delay in communicating with said second computers from said first.

27. A system according to claim 23, in which said first computer is arranged to cause a display on the or each said second computer indicating the presence of said mobile program thereon.

5 28. A first computer adapted to operate in the system of any preceding claim.

29. A method of remote computing comprising supplying a plurality of parallel processing task programs from a first computer to at least one second computer; supplying a coordinating program from said first computer to said second  
10 computer; and coordinating operation of the task programs through the coordinating program.

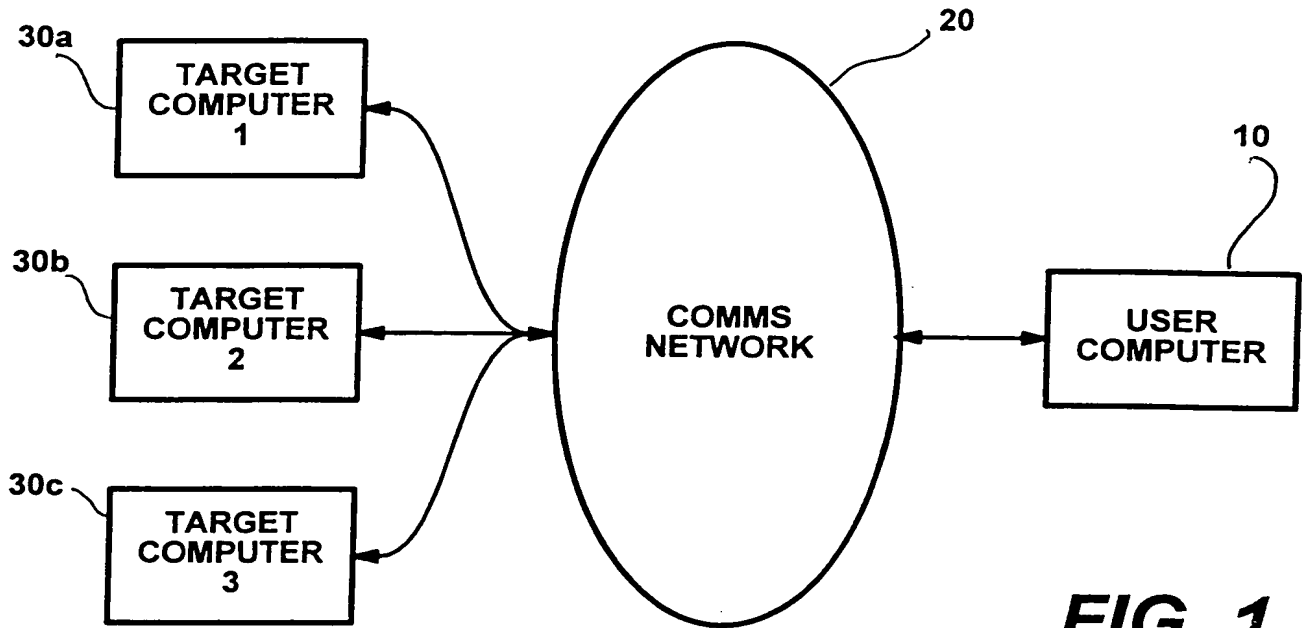
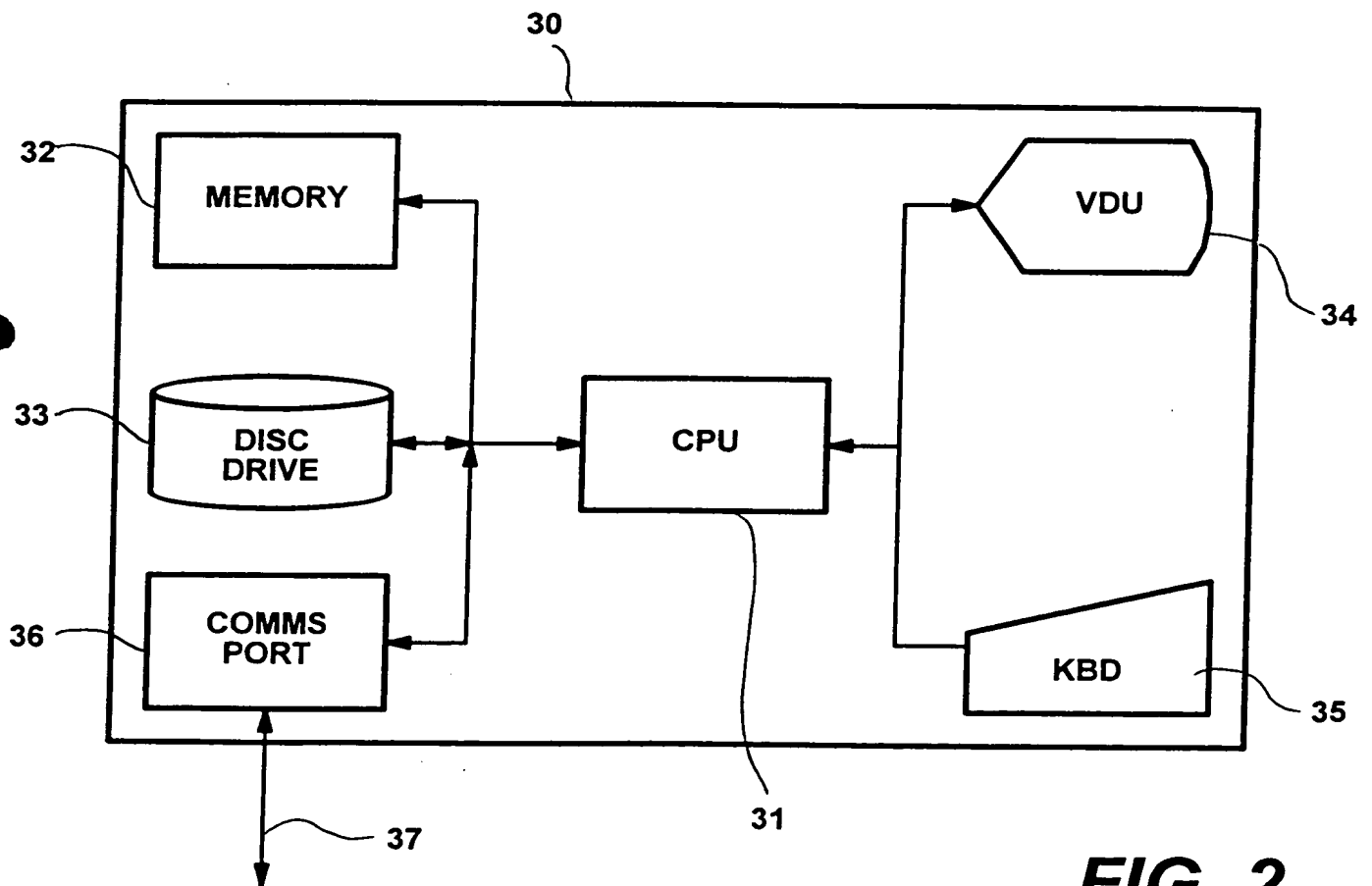
ABSTRACT  
REMOTE COMPUTING

A method of remote computing comprising supplying a plurality of parallel  
5 processing task programs from a first computer to at least one second computer;  
supplying a coordinating program from said first computer to said second  
computer; and coordinating operation of the task programs through the  
coordinating program.

10

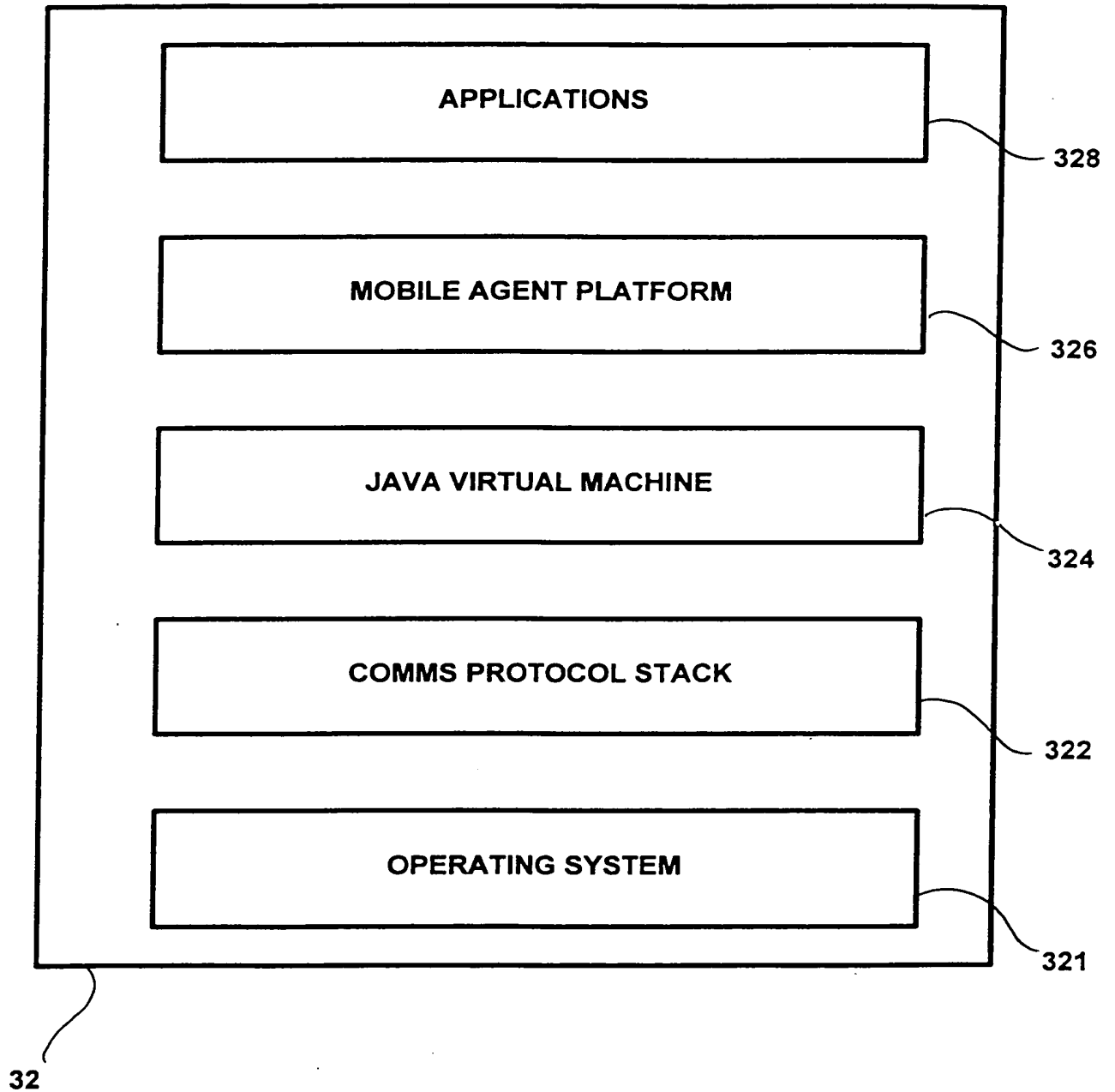
Figure 4

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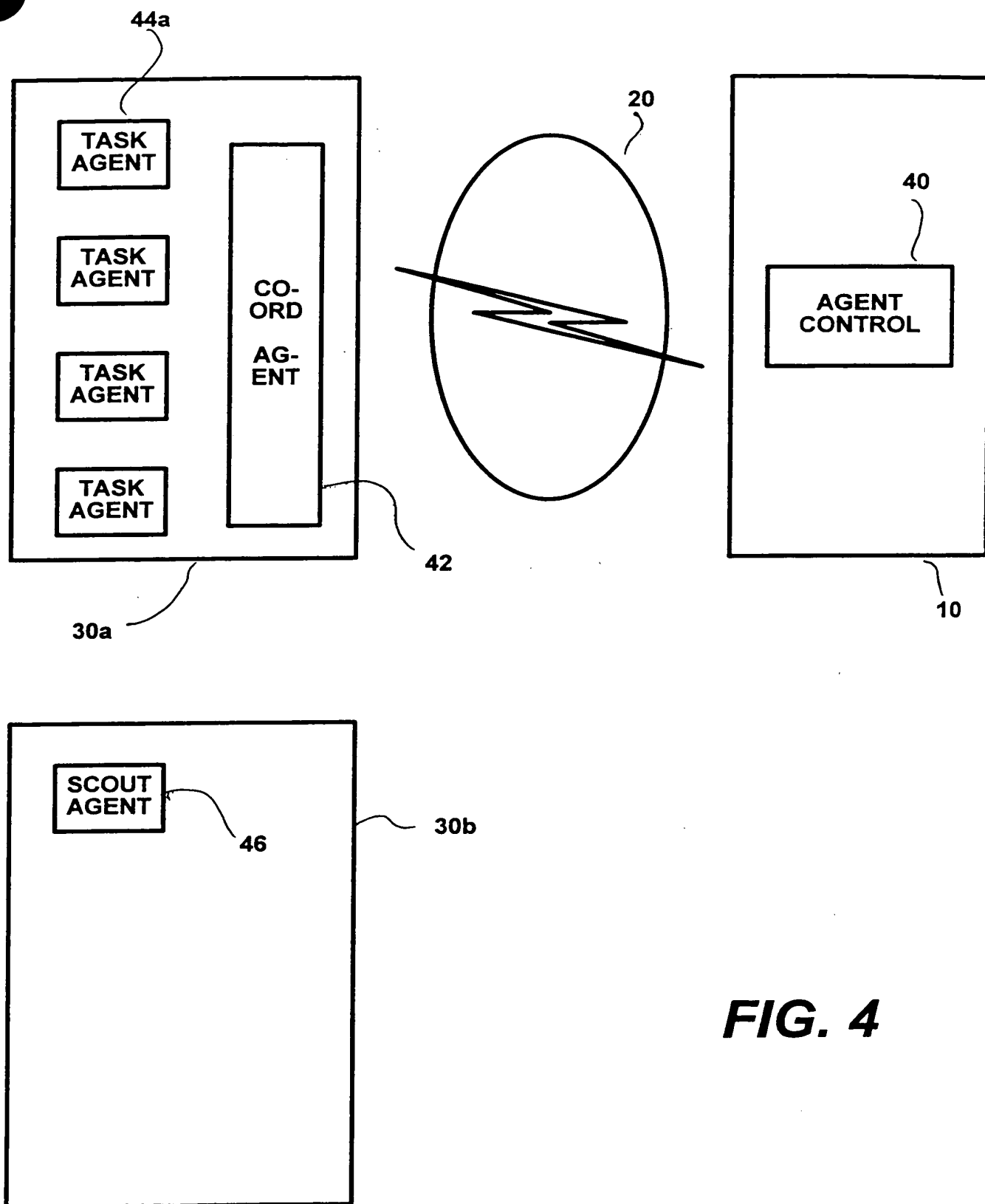
**FIG. 1****FIG. 2**

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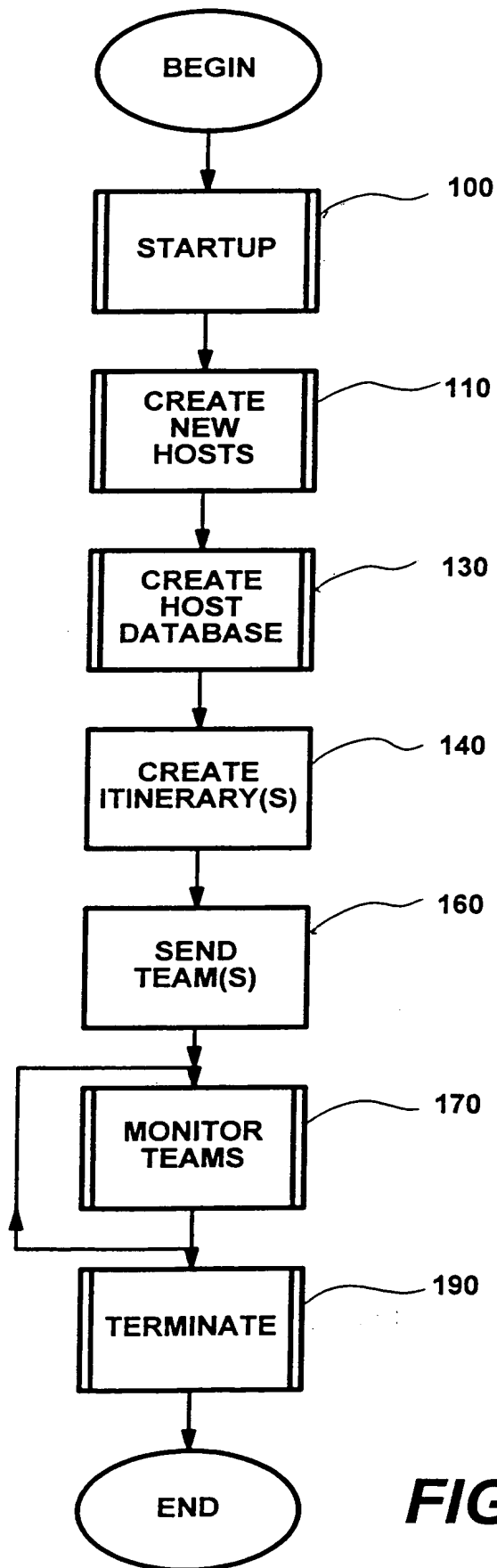
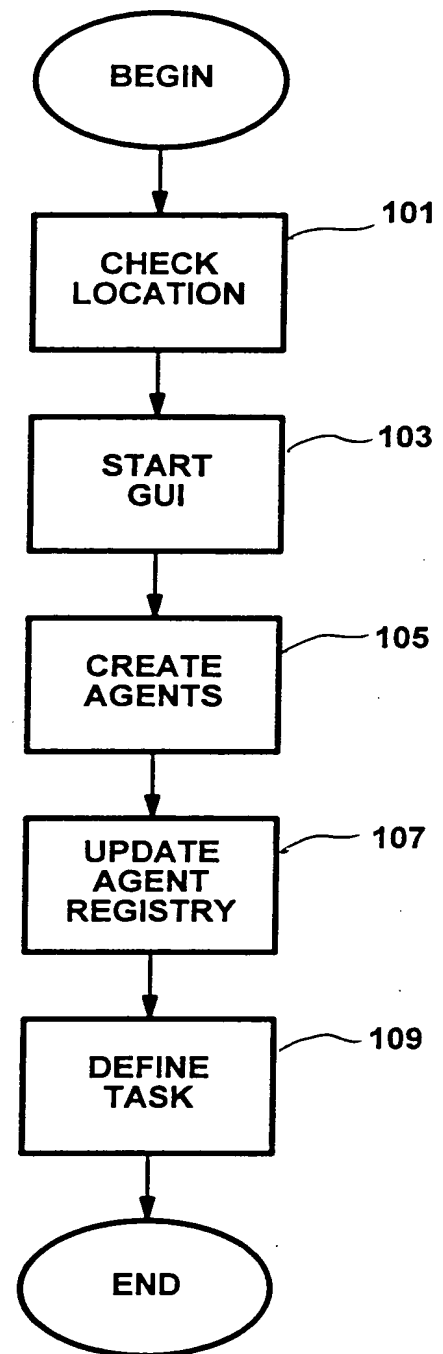
**FIG. 3**

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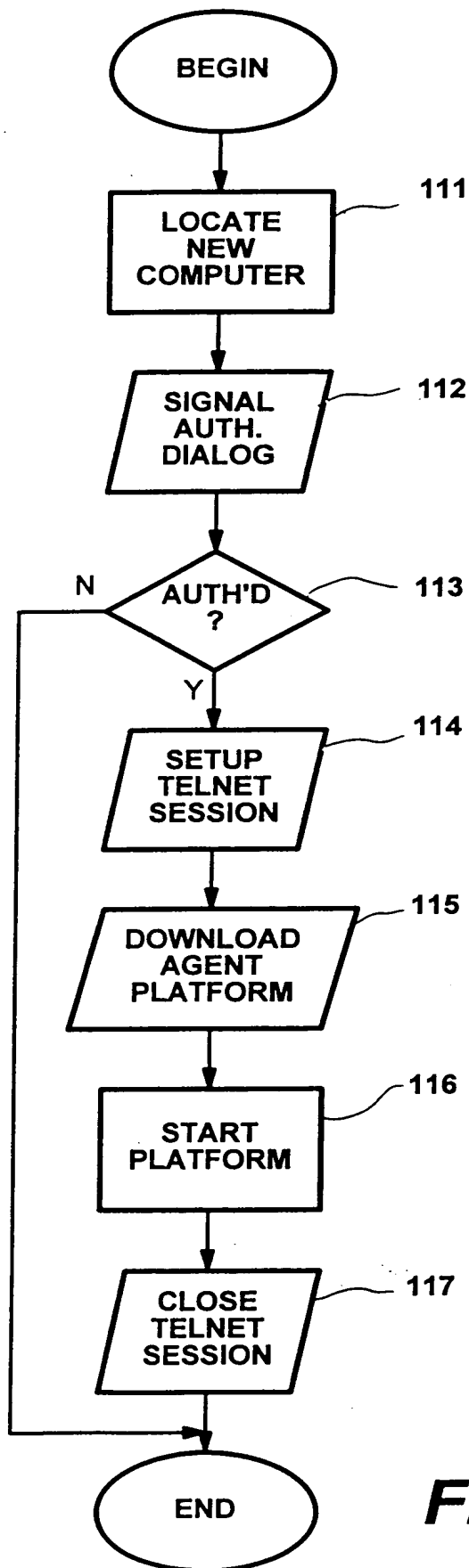
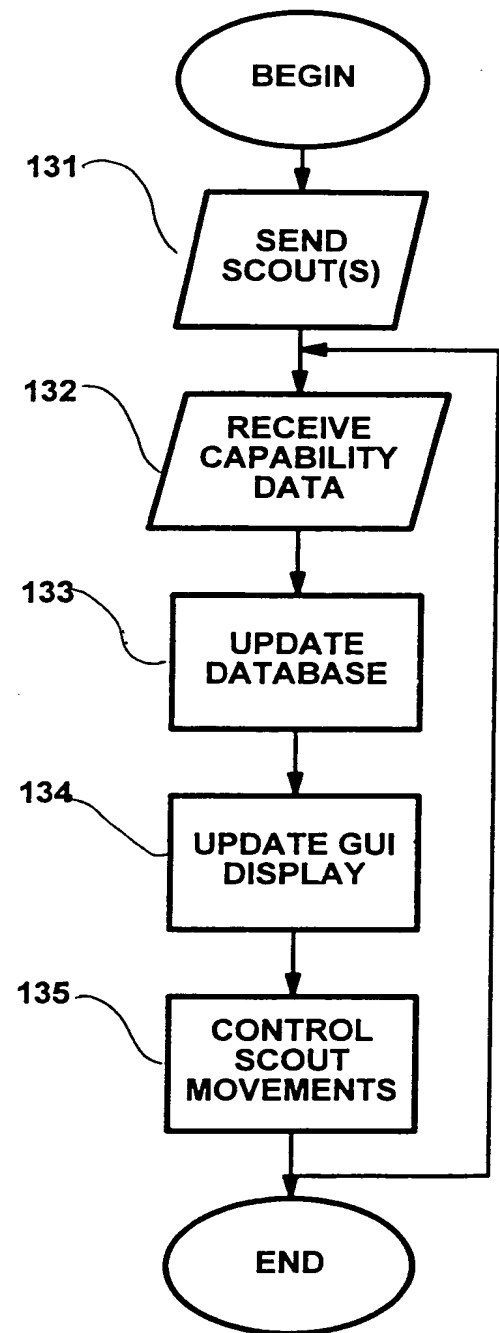


**FIG. 4**

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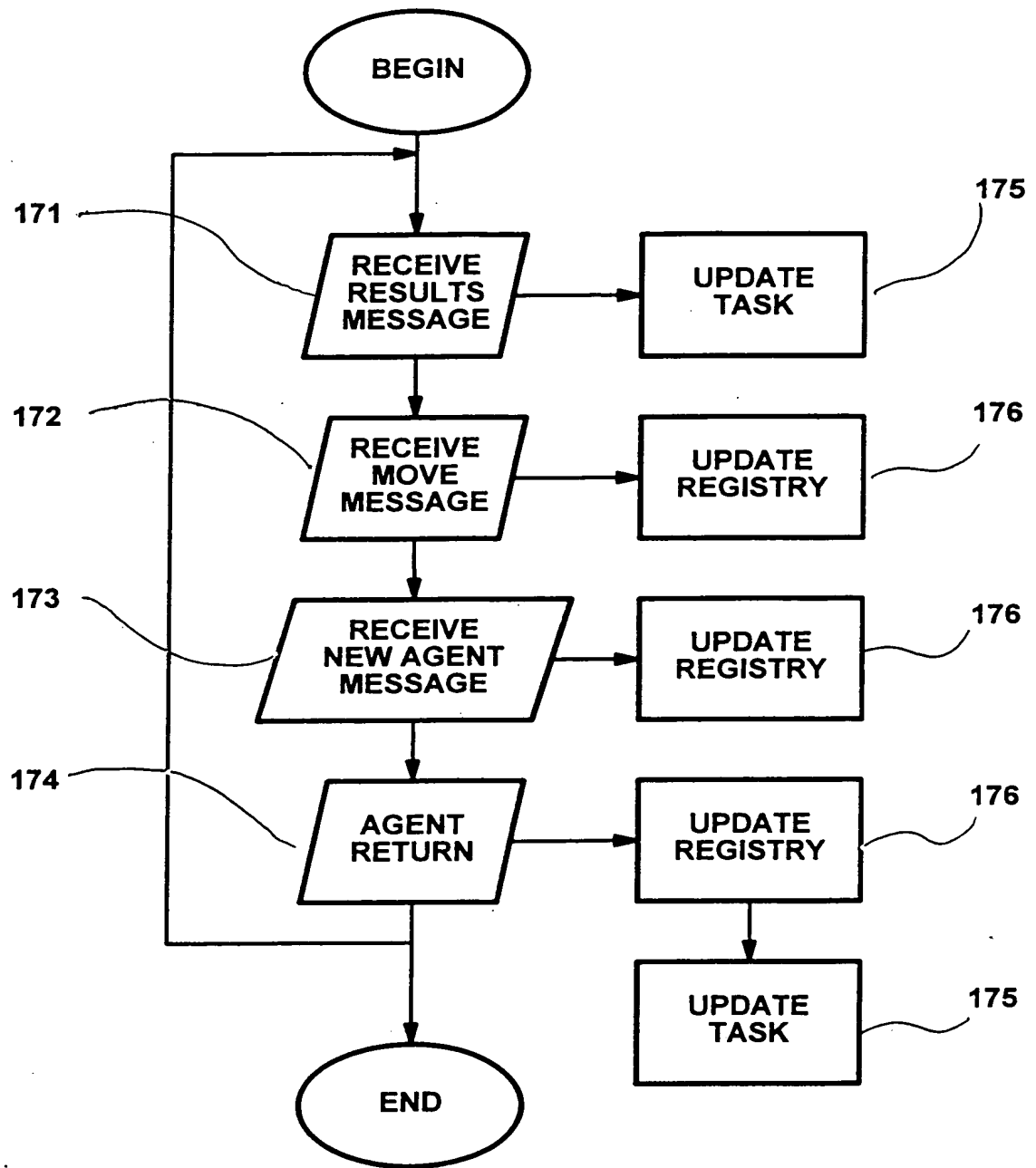
**FIG. 5****FIG. 6a**

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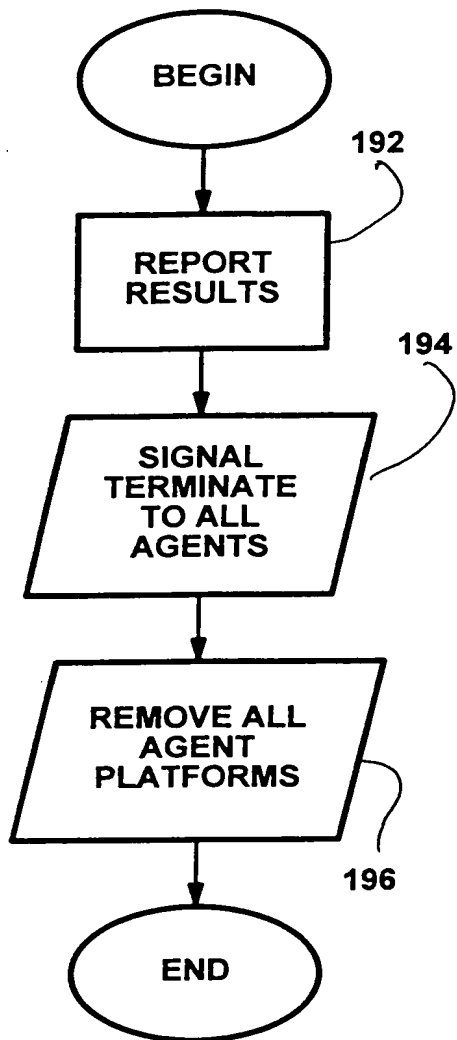
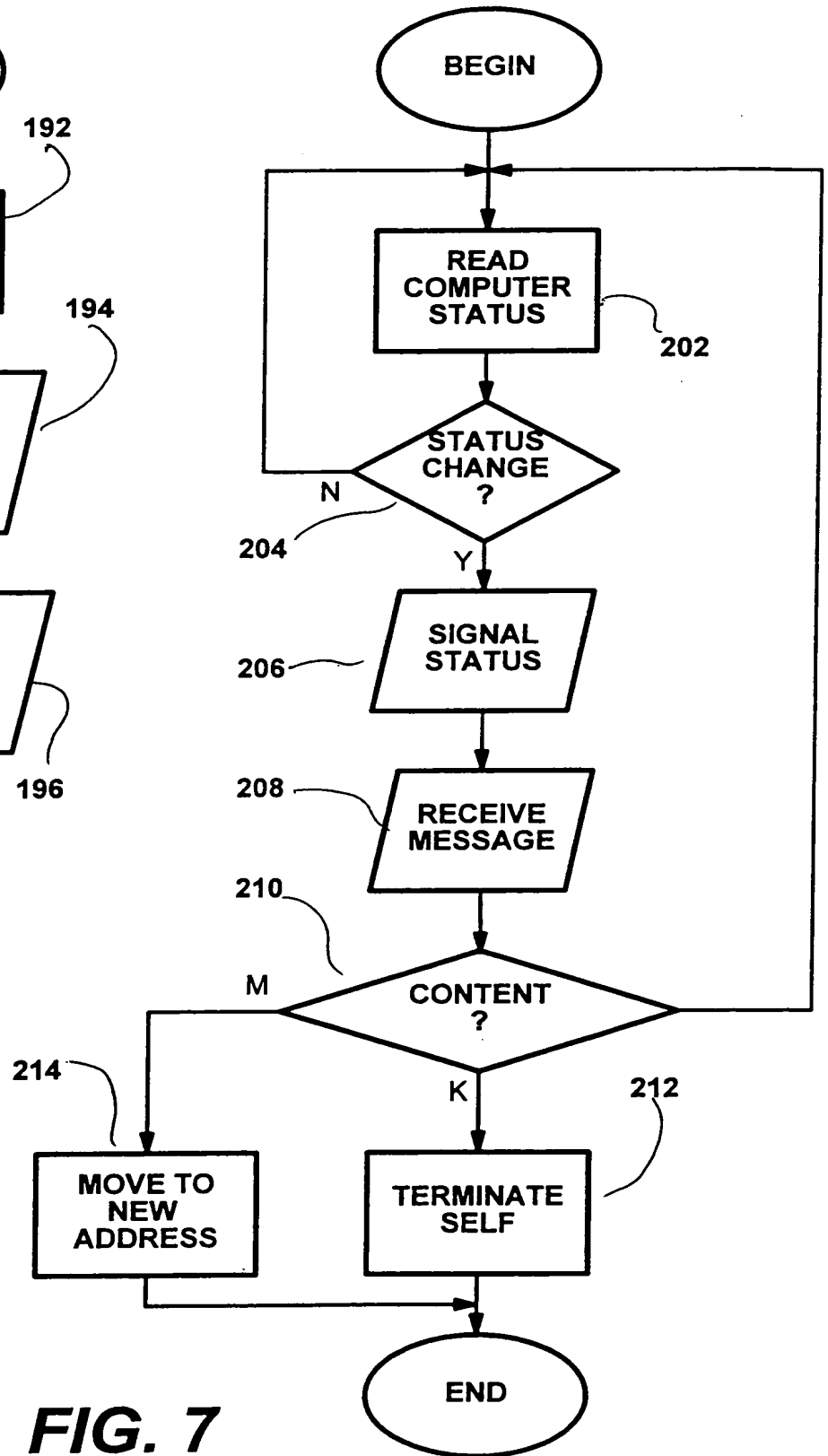
**FIG. 6b****FIG. 6c**

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**FIG. 6d**

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**FIG. 6e****FIG. 7**

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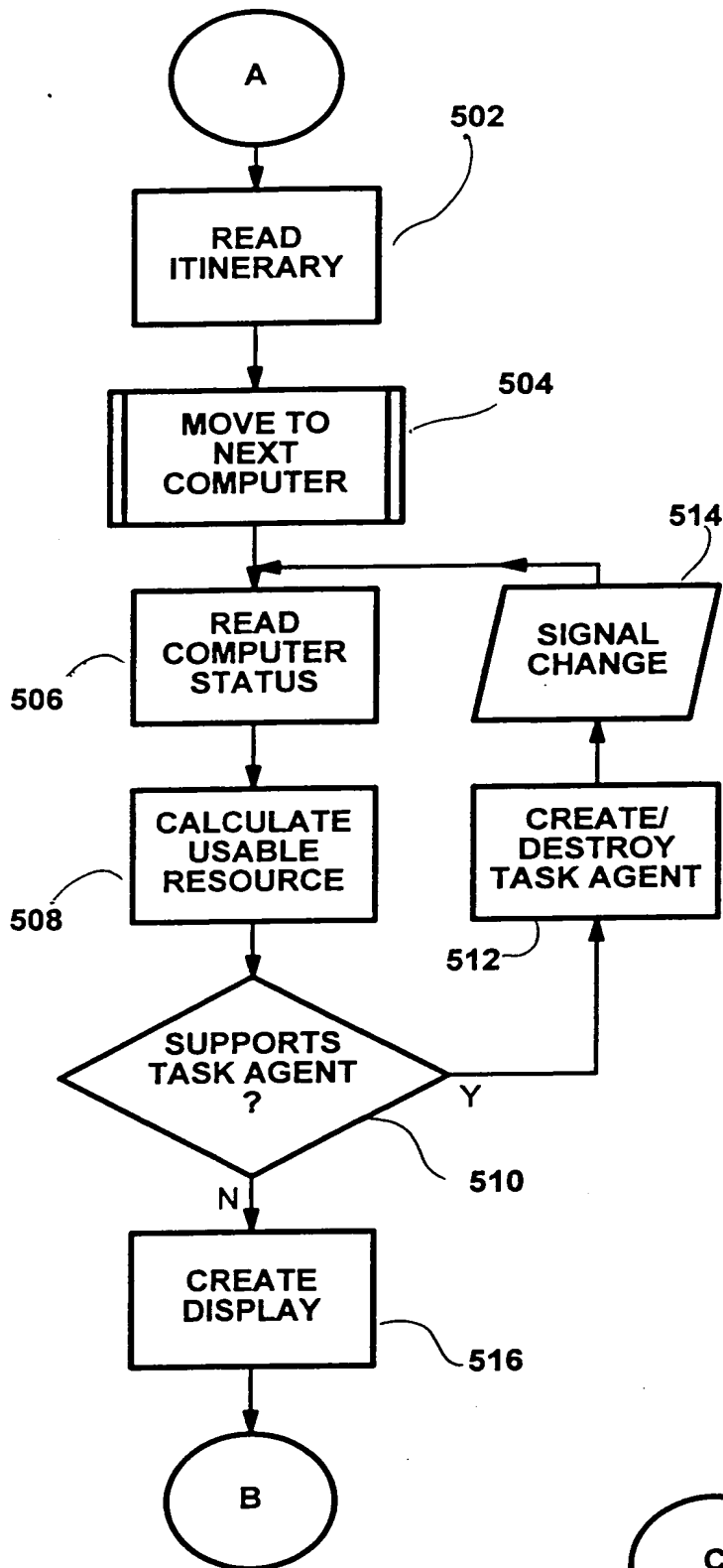


FIG. 8a

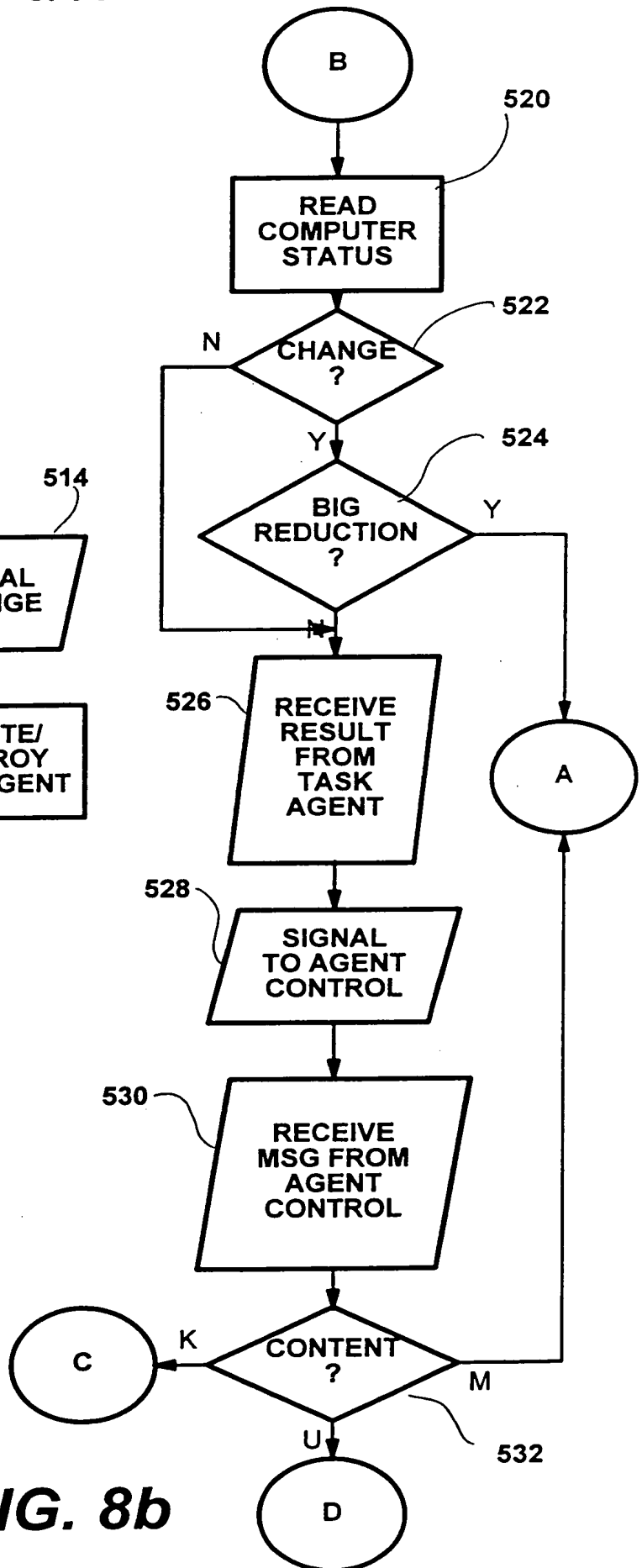
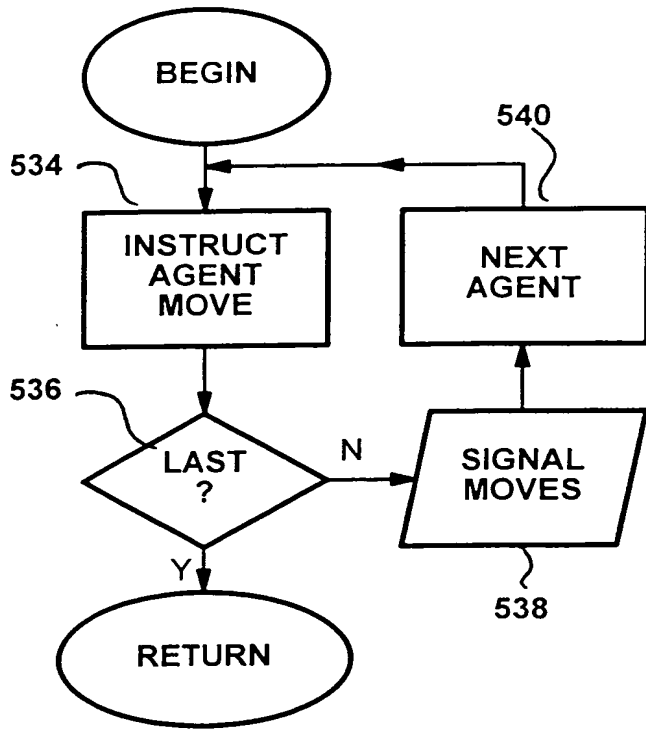
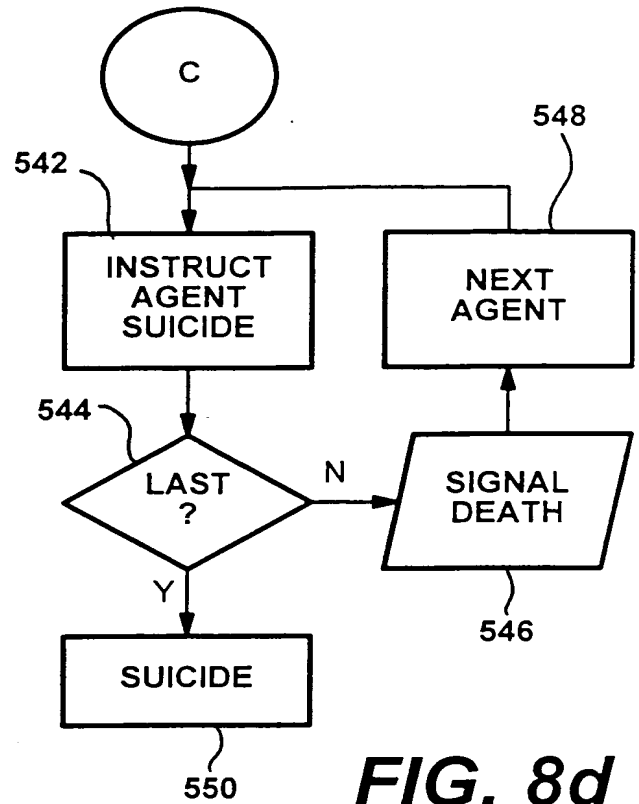


FIG. 8b

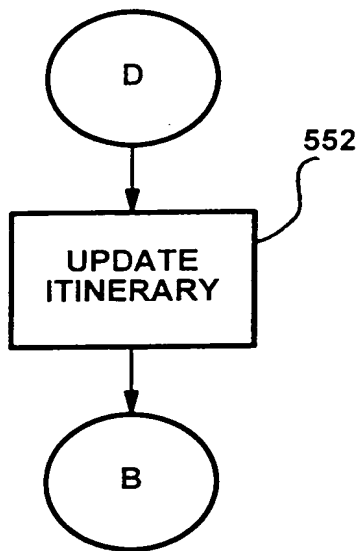
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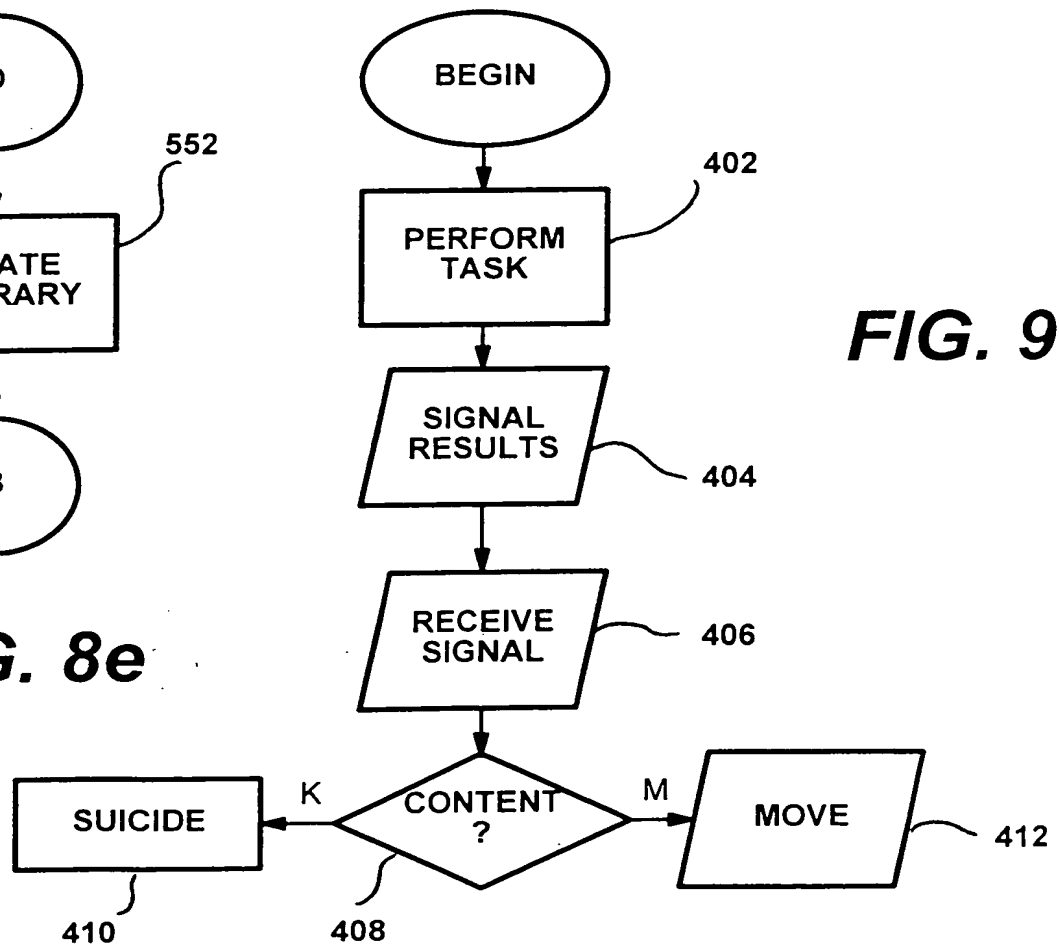
**FIG. 8c**



**FIG. 8d**



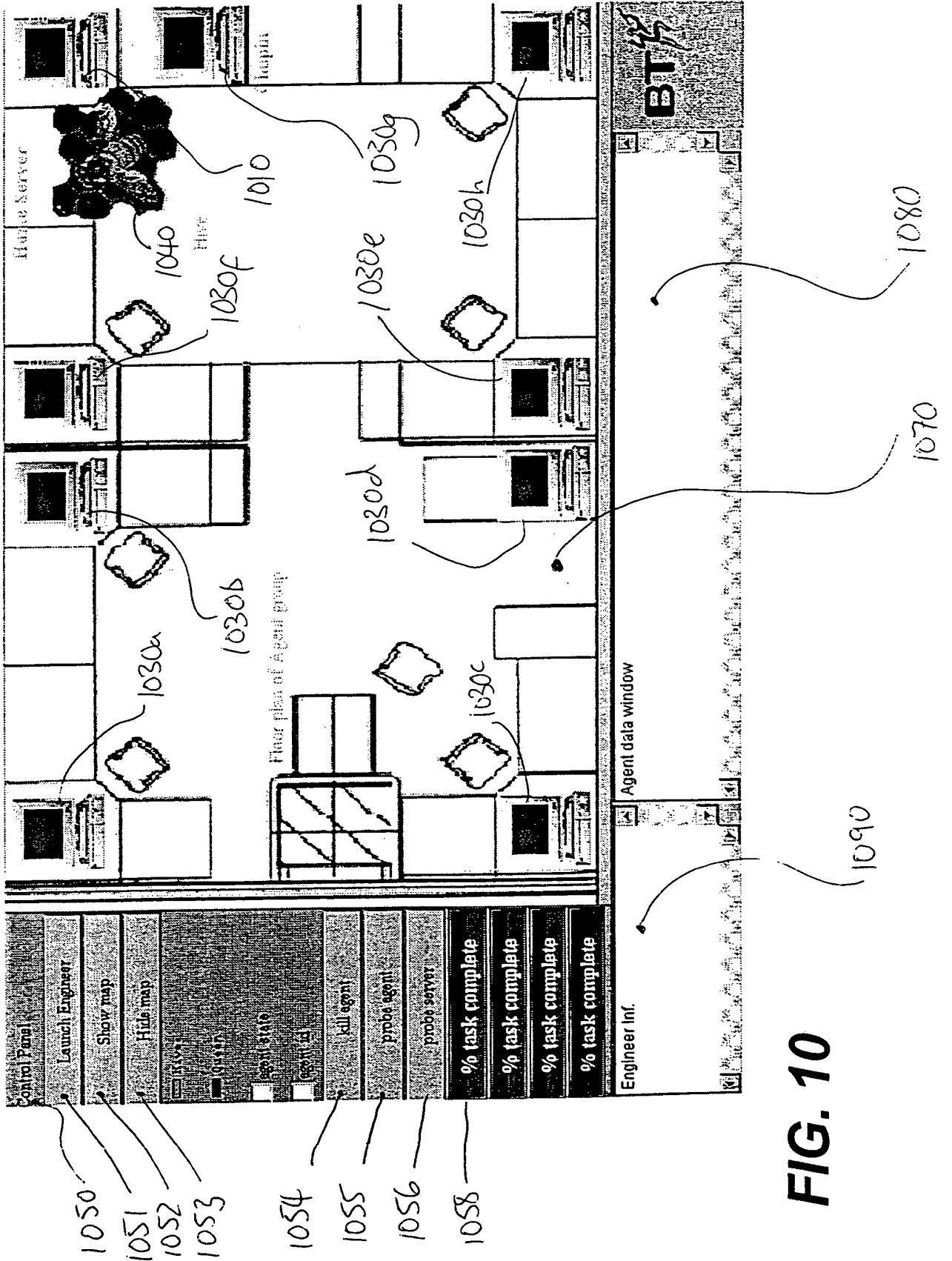
**FIG. 8e**



**FIG. 9**

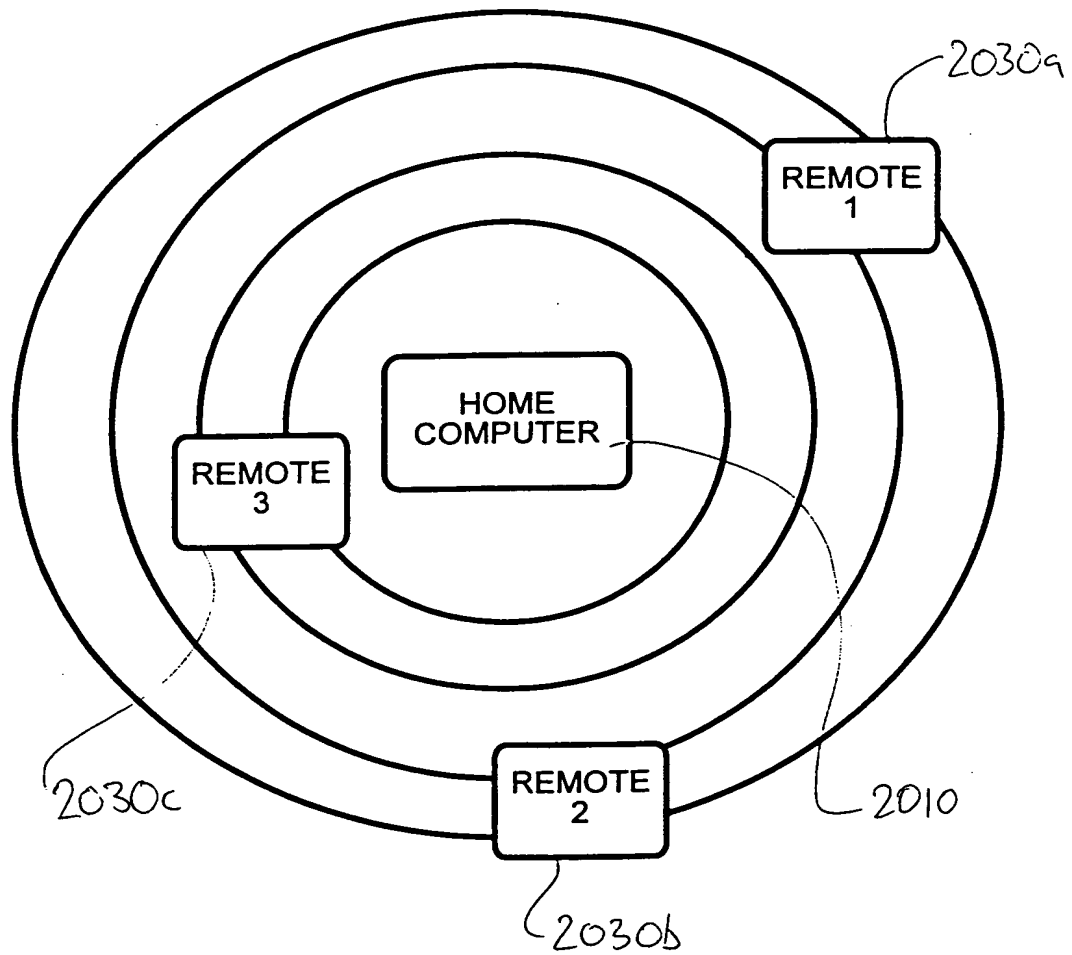
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**FIG. 10**

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**FIG. 11**

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